



The story so far... Built within a huge asteroid; the space station OBSIDIAN is on course for a black hole. It's huge structure is shielded by a gravity protection field, generated by the five engines of the ship. This field protects the station, but not the Human Crew from the enormous strains due to gravity. Thus, you were preparing to enter the gateway to another universe and a rendezvous with OBSIDIAN'S massive sister ship.

The crew had transferred into a specially shielded ship ready to follow it, when disaster struck! A freak radiation storm deactivated the stations power system. As the only person on board with the relevant training and experience, you have been ordered to teleport into the station, reactivate the power systems, initialise the engines and re-set the flight plan.

This done, you must teleport off, before the stations engines carry you unshielded into the black hole.

The ship has many security systems designed to guard against alien infiltration. To enable you to move around the ship you must collect objects from their gravity containers which hang from the ceiling.

You may only carry ONE object at a time.

By flying up to the containers and pressing the GET/DROP Key, you will exchange the object, in the container, with whatever you are currently carrying.

You must work out which objects are used to overcome different parts of the security system. As you fly, your power pack uses up its 'nitro' supply. Once empty the pack explodes! Your 'nitro' supply can be replenished, once you discover how.

### GAME CONTROLS

JOYSTICK (0) or  
KEYBOARD

The keys to control the game are defined by the user. This is done by pressing 1 to 4 as directed on screen in the control menu and selecting the Key of your choice.

The game can be paused and restarted by pressing the ESCape Key

Good Luck.

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